

The Spice of Life - 3



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M E S S A G E S

THE SOL INFORMATION SERVICE

United Kingdom Variant Bank Custodian

Publication: 'Moonlighting' (along with Andy Bate and
Richard Egan - may have ceased publication)
Richard Jackson, 10 Stanshalls Drive, Felton, Bristol,
BS18 7UW, England.

North American Variant Bank Custodian

Publication: 'The North American Variant Bank Catalogue'
Lee Kendter, Jr., 376 Willowbrook Drive, Jeffersonville,
PA 19403, USA.

German Variant Bank Custodian

Publication: 'Magic Garden'
Freimut Bröker, Zipserstr. 54, D-6700 Ludwigshafen,
W.Germany.

Scandinavian Variant Bank Custodian

Publication: 'Post Scriptum' N° 1 issued in April 1991.
Per Westling, c/o Lindh, Rydsv. 48c, S-58248 Linköping,
Sweden.

Dutch Variant Bank Custodian

Publication: not known.
Jaap Jacobs, Kaiserstraat 10-B, NL-2311 GR Leiden,
The Netherlands. (still active??)

Belgian Variantothèque Custodians

Publication: 'The Spice of Life'
Miguel Lambotte, Rue du Snapeux 62, B-4000 Liège, Belgium.
(For correspondance in French)
Jef Bryant, Rue Jean Pauly 121, B-4430 ANS, Belgium.
(For correspondance in English)

Miller Number Custodian for the UK, Scandinavia and Germany

Publication: 'Here Comes Windy Miller' and 'Moonlighting'
Andy Bate, 4 Channel Road, Clevedon, Bristol, BS21 7DR, UK.
(still active??)

Miller Number Custodian for North America and Canada

Publication: 'Alpha and Omega'
Lee Kendter, Sr., 4347 Benner Street, Philadelphia, PA 19135,
USA.

Miller Number Custodian for Australasia

Publication: not known.
Jeff Perling, 26 Garrett Drive, Salisbury East,
South Australia, 6105, Australia.

Miller Number Custodian for Francophone Europe

Publication : 'The Spice of Life'
Jef Bryant, Rue Jean Pauly 121, B-4430 ANS, Belgium.

Boardman Number Custodian for Francophone Europe.

Publication : 'Omnibus'. N° 3 has just been published.
Jean-Yves Priou, 16 Rue de Châteaudun, F-94200 IVRY, France

Boardman Number Custodians for the UK.

Publication : 'The Numbers Game' N°??.
Steve Doubleday and Richard Sharp, Norton House,
46 Whielden Street, Amersham, Bucks HP7 0HU, UK.

Boardman Number Custodian for the Netherlands.

Publication : not known.
Jaap Jacobs??, Kaiserstraat 10-B, NL-2311 GR Leiden,
The Netherlands. (Still active??)

Boardman Number Custodian for Germanophone Europe.

Publication : not known.
Thomas Franke, Haarenufer 12, D-2900 OLDENBURG, Germany.

Boardman Number Custodian for Scandinavia.

Publication : not known.
Per Westling, c/o Lindh, Rydsvaegen 48 c, S-58248
LINKÖPING, Sweden.

Editorial

by Miguel Lambotte

You have in your hands SoL N°3: which means that that SoL has existed now for 2 years and that we (above all Jef!) are continuing our compilation work. It is evident that the number of English variants grows much faster than on the Old Continent. I believe that I haven't seen more than 10 new Diplomacy variants in 1991 in the francophonezines received. On the other hand there is a profusion of games PBM classified by the LVB, those which do not belong in the world of Diplomacy (that which Lee Kendter, Jr. has now classified in the Y category, see 'The Last Word').

One could certainly say that 'the young players' want games with more complex rules and with more exotic environments,... It is as if one no longer takes the time to think for a game of classic Dip, to make ourselves dizzy with a mass of different rules. We would like to know if the other editors have noticed the same phenomenon, or if it isn't generalised.

For the LVB we are following two directions: on the one hand we are trying to review the new variants and those we already have. On the other hand we are going to incorporate the PBM games, which we have left by the side till now, they will be the object of a distinct category.

The variant printed this issue is the work of Charles Turquin and dates from the seventies. The name of this variant comes from an old monthly Belgian magazine which disappeared a long time ago; Pourquoi Pas?, where Charles took the name of his employer to name his variant which is essentially the classic map with a few modifications.

SoL also presents the continuation of Jef's work for the Miller Numbers a long term project which interests several editors who would like a little more normalisation in the hobby.

To err is human; we prefer to have your opinion so please write to us!

One issue of SoL = 40FB

The cost of photocopying is 2FB per page (see the number of pages in the catalogue). To this cost you must add the postal charges which are:

Pages	For Belgium	For Europe
1 - 6	15FB	22FB
7 - 17	16FB	29FB
18 - 45	18FB	50FB

SoL - 1 and 2 are still available for 40FB each.

Variant Reviews.

by Miguel Lambotte and Jef Bryant.

N° LVB. Name of variant by the author. N° catalogue.

192 273 B.C. by Fred C. Davis, Jr. ac12/05
Five powers want to conquer the Mediterranean in the 3rd century B.C.

255 3-Diplomacy by Stephen Lee. rv14/14
Fourteen players occupy two positions in the government of two different countries (called a Cabinet constituting of 4 persons). Each Cabinet elects a president and a minister. There are also political and commodity cards. The winner is he who has the most money in his account on a predetermined move.

280 Banzai - I by P. Dugros and T. Lucas ee03/07
The classic game but based on a map of Asia and Australasia.

291 African Diplomacy by Phil Reynolds ??/06
The classic game based on a map of Africa for 6 players.

295 Atlantica IV by Fred Davis, Jr. oa05/08
A variant for 8 players, 4 based in Europe and 4 based on the American continent. There is a 54th supply centre called Atlantis, hidden in the Atlantic somewhere at the intersection of three maritime provinces. Atlantica uses the A/F module for transporting armies.

296 Dollar Diplomacy by Greg Costikyan vg01/07
Each player gives \$5 (Real Money!) to the pot and the winner takes all. If there is no winner the sum is divided up according to the number of supply centres and survivors.

297 Cognac by R. Bart rb06/07
Classic game but with 11 turn seasons per year. Odd seasons are movement and even ones are retreats. After turn 9 dislodged units are removed. Removals take place in turn 11 and builds are carried out in turn 12.

299 Fog of War Diplomacy by Phil Reynolds rd22/07
A more 'realistic' approach to the classic game. Each player can 'see' his own units plus all enemy units but only if the player's units could have moved to the enemy units exact positions in a single move (without convoy).

302 Scorched Earth Diplomacy by John Morgan ??/07
The classic game with an extra move. A player may order his unit to 'destroy' a supply centre he is occupying which results in the centre becoming a normal province.

303 Into the Void by Bate, Swanson et al. ??/07
Another classic Diplomacy variant where each season a province, by players majority vote, becomes a black hole. After the creation of 6 black holes, the reverse process takes place and then the cycle begins again. Players may also use black holes for moving directly to other black holes.

305 Schizodiplomacy II by Mick Bullock rr07/07

Another black hole variant of the classic game. This time a province to be 'black-holed' is chosen randomly by the GM. After 6 black holes the provinces return to their original state one at a time in a random manner. In addition a second province, also chosen randomly, splits into two new provinces.

306 Partition of Ottoman Empire by G.Costikyan em03/07

A seven player variant using a map based on the Eastern Mediterranean and the Middle East. A 'seize' order is the only way a unit may take a supply centre. The difference being a player may seize a supply centre for another player.

309 Mercenary Diplomacy II by Patrick McHale re14/07

Each player's home supply centre is worth £100 in their national currency which is paid by the original owner to the new owner, if any. If the original owner still holds his home supply centres, he receives £100 per centre. A player may also bribe other players for carrying out specific orders. Orders can be made conditional on a bribe being paid.

312 Dwarf Throwing Diplomacy by John Morgan ??/07

A classic Diplomacy accept for retreats. If a unit has to retreat it is 'dwarfed' by superior numbers and is 'thrown' to any valid (unoccupied or not left vacant because of a standoff) province by the victorious player.

313 Somerled the Mighty by Gordon McDonald ??/05

A 5 player variant based on a map of Scotland and Northern England. Fleets have extra movement possibilities by being able to pass through the Lochs and enter a double coasted province on one coast and leave on the other.

314 Ouroborous Diplomacy by Graham Staplehurst ??/06

Based on the book 'The Worm Ouroborous' by E.R. Eddison for 6 players on a fictitious map. Players have a leader unit which can move 2 provinces per turn and can move over water without being convoyed. Leaders also have special powers such as Magic, Charm, Leadership, Illusion, Movement and Treachery. There is also a race of Ghouls who appear randomly in maritime provinces.

315 Death Ray Diplomacy by David Parry ??/07

There are 2 units in this variant - the Anti-grav tank division (AGT) and the satellite. A satellite has a laser capacity which can destroy an AGT. Satellites must be built with 3 centres but do need to be maintained. AGT's can be orders to be disbanded.

318 Colonia VII by Fred Hyatt gh10/09

A worldwide variant for 9 players, the winner must control 50 supply centres out of a total of 138 supply centres on the map with 254 provinces.

319 Banzai - II by J-F.Mougard, Dugros and Lucas ee04/07

Same as Banzai - I but with a slightly modified map and a change in the starting units for Australia and Japan.

320 Perestroika VI by Larry Cronin ??/07

The classic game with an economy. At the start supply centres contain 1 block (industrial capacity). Each block generates 1 point per year (industrial output used like currency). The total number of blocks is a players GNP for a that year. Points are added to a players treasury following the Winter season. Points may be used to buy or/and maintain units and/or buy more block. Points can be loaned, given or traded with other players. When points are traded the receiver gets twice the amount given. Trade is only possible in Spring and Autumn moves and via a trade route between 2 specified supply centres.

321 Dow Jones Diplomacy by Andy Mayfield ??/07

A combination of classic Diplomacy and Bourse for 7 players. A players money may be used for bribing enemy units, the highest bribe controlling the unit.

322 Blob Diplomacy by Dave Barlow rr12/07

A randomly chosen unit is renamed to 'Blob'. At the end of every Spring and Autumn move, an adjacent province to the Blob, randomly chosen, merges with the Blob to form a single province. The Blob may become a multiple supply centre and maintain units.

325 Migration Supply Centre by Lew Pulsipher? rr13/07

The classic game with an added possibility. At the end of every Spring and Autumn move a supply centre province is randomly chosen to migrate. The supply centre is transposed to an adjacent province. Migrating supply centres maintain their ownership unless the new province is occupied by an enemy unit in an Autumn turn, when it will be captured by that unit.

329 Timelords MK II by Steve Doubleday ??/07

The classic game with an additional movement possibility. A unit may be ordered into Timewarp. A unit in timewarp is invisible and carries out a previously submitted list of movements, one move per turn, until it re-emerges into its destination province in normal space.

330 °Werra by Emmanuel Chabot ??/08-40

A more complex variant using a very detailed European map for 8 to 40 players! Players may colonise neutral nations. The winner must occupy 61 supply centres or 20 nations.

331 Armistice Diplomacy by Per Westling ??/07

A player may decide to 'surrender'. This takes place after retreats disbands and builds. The surrendering player leaves the game and is regarded as if he has survived till the end. Any supply centres that were owned by the surrendering player become neutral and impassible for the rest of the game. All provinces owned by the surrendering player (the last person to occupy one during any Autumn season) also become impassible. Remaining players units which might become blocked by this are permitted to disband.

LVB#Variant Name	Author	Pg EFNCatal #
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CATALOGUE N° ASSIGNED

280 Banzai I	Pascal Dugros/Thierry Lucas	2 F ee03/07
217 Guerre Totale	Thierry Lucas	2 F gp34/11
142 Invasions Barbares	J-Ph Musarella	3 F ac16/07
251 Lebensraum III	Allan McGregor	4 E qh15/07
213 Minefield Dip I	George Beccaloni	1 E rb75/07
202 Ecodip	François Budai	10 F ge08/10

CATALOGUE N° CHANGED

174 Character Diplomacy	Fred C. Davis, Jr.	8 E rg06/07
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NEW

339 Arab Diplomacy	Roland Isaksson	2 E ??/08
331 Armistice Diplomacy	Per Westling	1 E ??/07
295 Atlantica IV	Fred C. Davis, Jr.	10 E oa05/08
316 Atomic	Andy Bate	2 E ??/07
319 Banzai! II	T. Lucas, P. Dugros, JFM	2 F ee04/07
327 Berserker Dip	Steve Doubleday	2 E ??/07
323 Blob Diplomacy	Dave Barlow	1 E rr12/07
304 Cannibalism II	Jeremy Maiden, Andrew England	3 E uu19/0n
361 Chronicle	Les Walker	6 E fc01/07
355 Cities in Flight I	Thomas Galloway	3 E sb01/03-07
356 Cities in Flight III	?	3 E sb02/0n
324 Classix	Martin Janta-Polczynski	1 E rs44/06
297 Cognac	R. Bart	1 E rb06/07
318 Colonia VII	Fred Hyatt	7 E gh10/09
334 Contretemps II	Tom Swider	1 E ??/07
357 Cosmic Cluster	Glenn Overby	4 E sg16/07
315 Death-Ray Dip	David J. Parry	1 E ??/07
294 DeScomatie	Bruno de Scoraille	22 F ??/10
336 Diluvian Diplomacy	Matthew Diller	1 E rr03/07
343 Dip-Tac-Toe	Fred C. Davis, Jr.	1 E uh02/04
340 Diplo Non Euclidienne	Roland Prévot	1 F ??/07
298 Diplobucks	Tom Cooper	1/2EF rm51/07
333 Diplowin	Normal Nathan	2 E ??/07
296 Dollar Diplomacy	Greg Costikyan	1 E vg01/07
321 Dow Jones Dip	Andy Mayfield	1 E ??/07
326 Dudness	S. Rosenberg, G. Costikyan	1 E rr11/07
312 Dwarf Throwing Dip	John Morgan	1 E ??/07
348 Earthsea Diplomacy	Thomas Galloway	3 E fe01/05-06
300 Everybody Plays	Julie Martin	1 E vj08/0n
317 Fagin's Dip	Steve Doubleday	1 E ??/07
358 Fiat Lux	Greg Costikyan	2 E ud02/07
299 Fog of War	Phil Reynolds	1 E rd22/07
354 Foundation Game	Fritz Mulhauser	13 E sa01/07
337 Get Them Dots Now!	Lee Kendter, Jr.	1 E rb62/07
347 Grab for Africa	John Ketchell	2 E da02/05
353 Heisenberg Diplomacy	Jeremy Maiden	1 E rn14/07
303 Into the Void	A.Bate, P. Swanson, G. Jeffery, R. Bart	2 E ??/07
310 Life Diplomacy	Jef Bryant	4 EF ra10/07
352 Megalomania	G.M. Wallace, R. Bart	1 E rh07/15
309 Mercenary Diplomacy II	Patrick McHale	2 E re14/07
325 Migrating Supply Centr	Lew Pulsipher?	1 E rr13/07

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322	Miniec Dip	Geoff Challinger	5	E	re07/07
314	Ouroborous Dip	Graham Staplehurst	3	E	??/06
349	Pacifica I	Scott Rosenberg	3	E	op01/08
306	Partition of Ottoman	Greg Costikyan	1	E	em03/07
311	Peace in Our Time	Paul Slade	13	EF	gf30/11
320	Perestroika VI	Larry Cronin	3	E	??/07
341	Pétroléum II	Thierry Lucas & ?	1	F	??/07
335	Phoenix	Mick Bullock	1	E	rb12/07
350	Pronkjewall	Roel Panjer	1	E	pd01/04
360	Quantum Space - 3001	Glenn Overby	3	E	ud04/0n
342	Raids II	Florent Montauban Jean Marc Suzzoni	1	F	??/07
307	Revolution	Steve Agar	1	E	rm26/07-17
305	Schizodiplomacy	Mick Bullock	1	E	rr07/07
344	Schizodiplomacy	Mick Bullock	1	E	rr14/07
302	Scorched Earth Dip	John Morgan	1	E	??/07
332	Seven Seas Diplomacy	Bjorn Westling	1	E	??/06
293	Shogun	Thierry Lucas	1	F	ej03/07
313	Somerled the Mighty	Gordon McDonald	2	E	??/05
292	Song of the Night	Lew Pulsipher (Dipsomania version)	6	EF	fn02/02-07
359	Sundered Worlds	Steve Doubleday	1	E	ud03/07
346	Thirty Years War II	Lew Pulsipher	3	E	hb07/08
329	Time Lords II	Steve Doubleday	1	E	??/07
351	Tugboat Diplomacy	Ed Menders	1	E	rb37/07
345	War of Europe	Ian Giles	1	E	rs46/07
308	World War I	John Boardman	1	E	rx07/02
301	1953 Diplomacy	? (Needs Original Dip rules)	1	E	??/07
338	1991 Diplomacy	Roland Isaksson	2	E	??/07
330	°Werra	Emmanuel Chabot	4	F	??/08-40

PBM Name	Author	Pg	EFCatal #
CATALOGUE N° ASSIGNED			
Bourse III	Don Miller, R. Walkerdine	2EF	ys05/0n
Dipsoscrabble	M-A. Gillet, B. Frew	2EF	yz01/0n
Emhamia Bourse	Mike Mills	1E	ys07/0n
Falkland	John Ketchell	1E	yw02/02
Forex	Ian Whitchurch	1E	ys08/0n
Golden Strider	?	1E	yg01/0n
Metropolis	J. Durand	4E	yc02/02-05
Schoko & Co	?	3E	yc01/01
Scrabble Classic	published by Spears Games	4EF	yz02/0n
Sopwith	?	?E	yr06/06
Tennis	?	1E	yr07/02
Troubleshooter III	Dermot Garvey	2E	ys02/0n
NEW			
Bourse II	Don Miller?	1	E ys04/0n
C.U.T.E.	Eliot Muir, Felix Gelringer	4	E yf02/0n
Crown of Thorns	Steve Doubleday, Andrew McNeil	26	E yk01/04-10
Diploscrabble	?	1	E
Forlorn Hope	Paul McGivern	11	E yw06/06
Les Courses 3.2	, Dominique Le Bris	6	F
Monstres Verts de l'es	Derek Wilson	6	F ??/03-20
Q28	Christophe Losberger	4	F
Scrabble - PeD	Christophe Losberger	1	F
Snowball Fighting	Dom Elias, Trevor Mendham	4	E
Synapsobourse	Gaëtan Delaruelle	1	F

POURQUOI PAS? (Why Not?)

by Charles Turquin.

1. All the rules of Diplomacy (1971 edition) apply with the exception of the rules mentioned below.
2. The map contains 45 supply centres. Victory is achieved when a player owns 23 centres after an Autumn season.
3. Persia is a special supply centre. The owner may build a fleet on the Persian/Caspian coast. If Persia is lost to another player the original fleet will be removed from the Caspian Sea, during the Winter adjustment period, and the new owner will build his fleet on the Persian/Caspian coast. An army may not be built for the capture of Persia.
4. Ireland, Ruhr, Caucasia and Mesoptamia are special supply centres and are part of England, Germany, Russia and Turkey respectively. These centres are not owned or occupied at the start of the game and behave as neutral supply centres. When the respective power has occupied such a centre it then becomes an additional home supply centre.
5. The South Atlantic, the Red Sea and the Persian Gulf are adjacent to each other. A unit may pass from one of these provinces to another in one turn. These maritime provinces are indicated on the map with an arrow.
6. Gibraltar may be occupied by a fleet or an army. If an army wishes to move from Spain to Morocco or vice-versa it must move to Gibraltar first. The same applies to a fleet if it wishes to move from the North Atlantic to the Western Mediterranean or vice-versa by moving to Gibraltar first (or move to Morocco or Spain, South coast). Gibraltar does not split up the coasts of Spain or Morocco.
7. The Corinth canal divides Greece into two parts. It is possible for two fleets, one in the Ionian sea and the other in the Aegean sea to exchange places as long as one uses the Corinth canal and the other by direct movement between the two adjacent sea provinces. The orders for two such fleets must be clearly defined and different. If two fleets attempting to use this movement have identical orders the fleets do not move.
8. The Red sea is adjacent to the Western Mediterranean by the Suez canal which does not cut Egypt in two.
9. The starting positions for the units are the following:

Germany:	Armies in Bavaria and Berlin and a fleet in Kiel.
England:	Army in London and fleets in Edinborough and Liverpool.

France: A fleet in Brittany and armies in Paris and Provence.
 Italy: A fleet in Naples and armies in Rome and Venice.
 Austria-Hungary: A fleet in Croatia and armies in Austria, Bohemia and Hungary.
 Russia: Fleets in Sevastapol and St. Petersburg (South coast) and armies in Moscow, Poland and Siberia.
 Turkey: A fleet in Sinopia and armies in Anatolia and Istanbul.

10. Optional Rules (by Luc Delvaux)

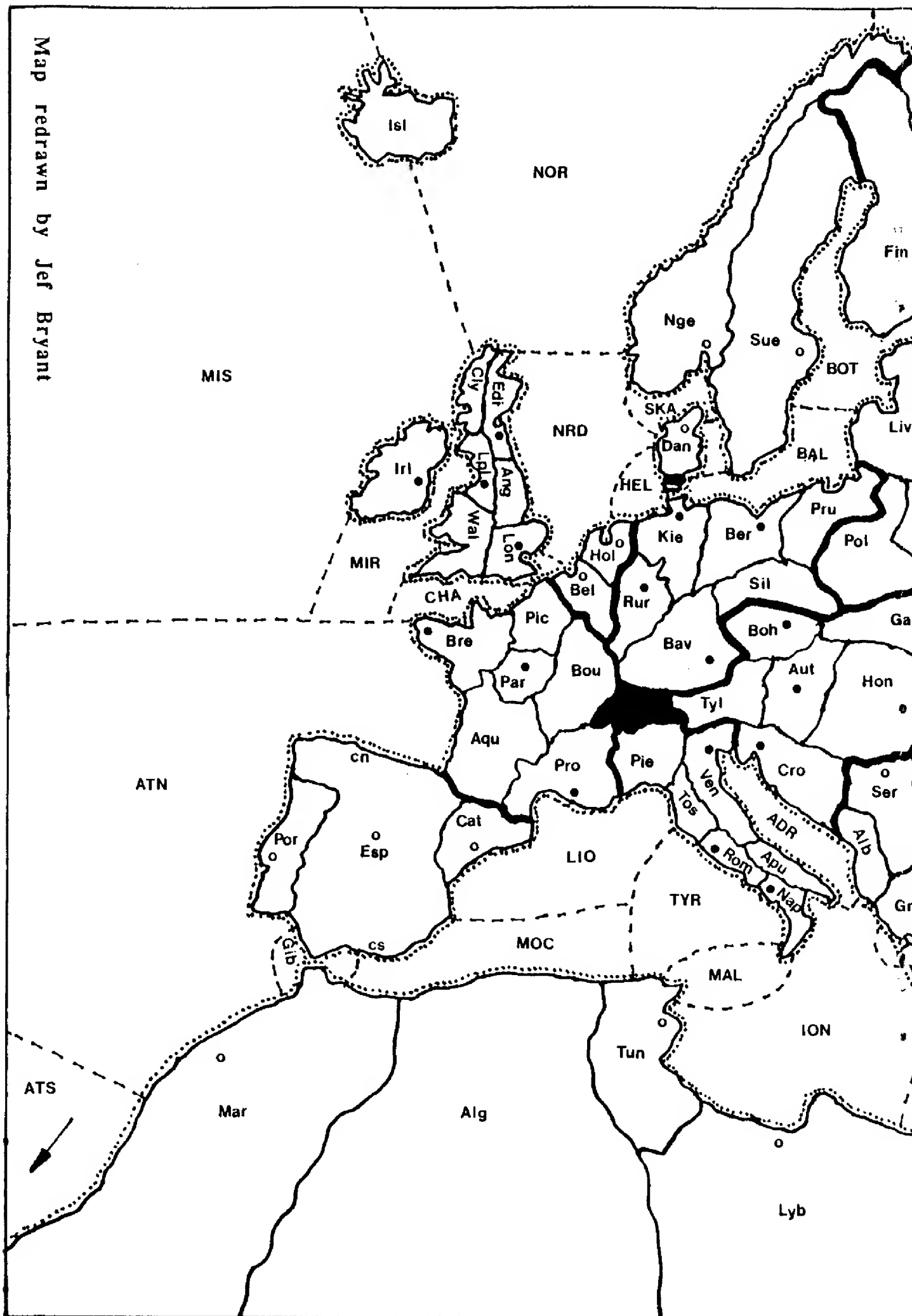
10.1 The maritime province Malta is suppressed; so that the sea provinces Tyrrhenian and Ionian are adjacent.

10.2 Armenia has a coast on the Black Sea which means that Sinopia and Sevastapol are no longer adjacent.

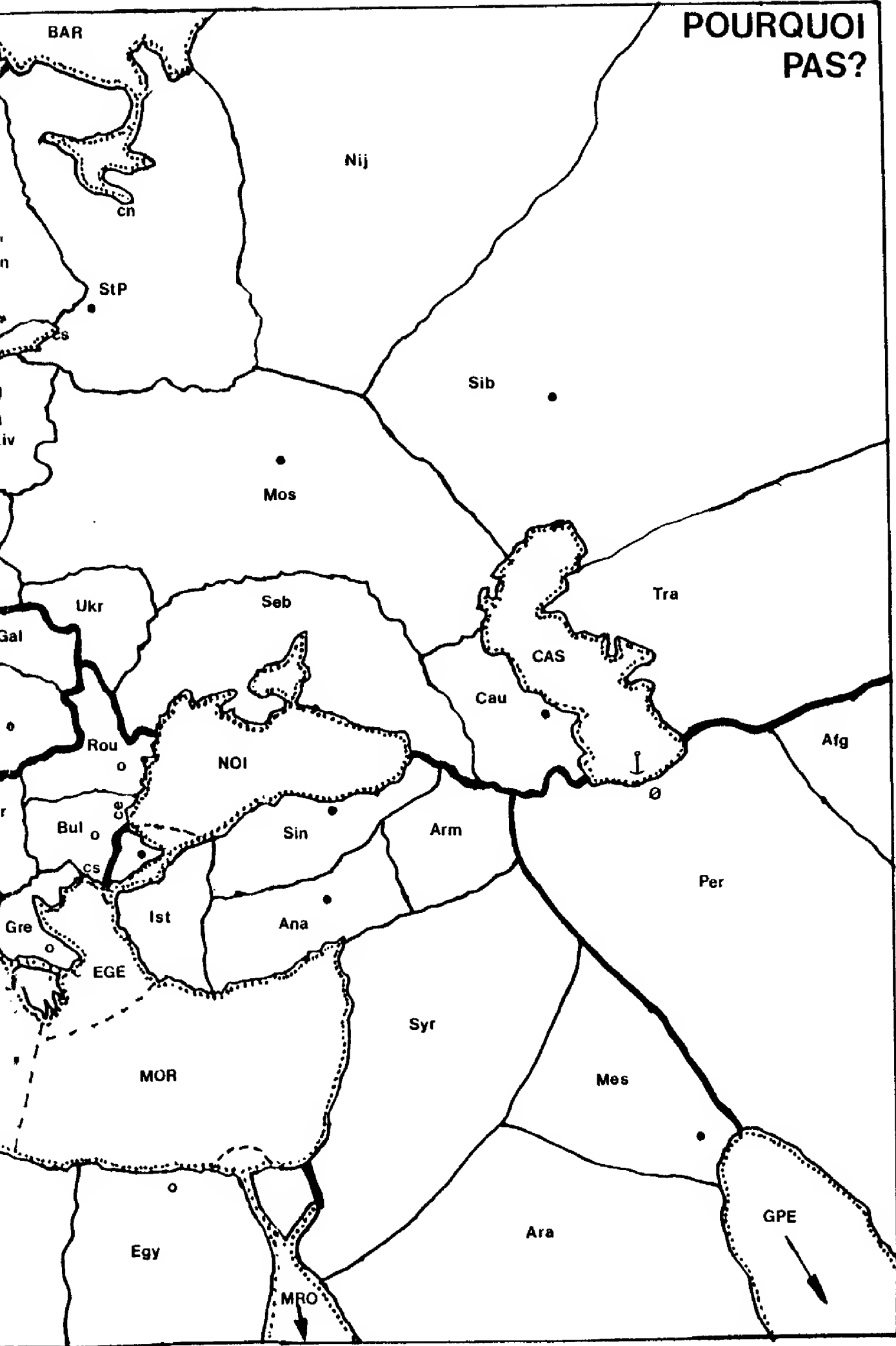
11. Abbreviations for the map (supply centres are underlined)

ADR Adriatic Sea	Afg Afghanistan	Alb Albania
Alg Algeria	<u>Ana</u> Anatolia	Ang Anglia
Apu Apulia	<u>Aqu</u> Aquitaine	Ara Arabia
Arm Armenia	ATN Nth. Atlantic	ATS Sth. Atlantic
<u>Aut</u> Austria	BAL Baltic Sea	BAR Barents Sea
<u>Bav</u> Bavaria	<u>Bel</u> Belgium	<u>Ber</u> Berlin
<u>Boh</u> Bohemia	BOT Gulf of Bothnia	Bou Burgundy
<u>Bre</u> Brittany	<u>Bul</u> Bulgaria	CAS Caspian Sea
<u>Cat</u> Catalonia	<u>Cau</u> Caucasia	CHA English Channel
Cly Clyde	<u>Cro</u> Croatia	<u>Dan</u> Denmark
<u>Edi</u> Edinburgh	EGE Aegean Sea	<u>Egy</u> Egypt
<u>Esp</u> Spain	Fin Finland	Gal Galicia
Gib Gibraltar	GPE Persian Gulf	<u>Gre</u> Greece
HEL Heligoland Bay	<u>Hol</u> Holland	<u>Hon</u> Hungary
ION Ionian Sea	<u>Irl</u> Ireland	Isl Iceland
<u>Ist</u> Istanbul	<u>Kie</u> Kiel	LIO Gulf of Lyon
Liv Livonia	<u>Lpl</u> Liverpool	<u>Lyb</u> Lybia
MAL Malta	<u>Mar</u> Marocco	<u>Mes</u> Mesopotamia
MIR Irish Sea	MIS Iceland Sea	MOC West. Med. Sea
MOR East. Med. Sea	<u>Mos</u> Moscow	MRO Red Sea
<u>Nap</u> Naples	<u>Nge</u> Norway	Nij Nijni-Ouskigelsk
NOI Black Sea	NOR Norwegian Sea	NRD North Sea
<u>Par</u> Paris	<u>Per</u> Persia	Pic Picardy
Pie Piedmont	<u>Pol</u> Poland	<u>Por</u> Portugal
<u>Pro</u> Provence	Pru Prussia	<u>Rom</u> Rome
<u>Rou</u> Rumania	<u>Ruh</u> Ruhr	<u>Seb</u> Sevastopol
<u>Ser</u> Serbia	<u>Sib</u> Siberia	Sil Silesia
<u>Sin</u> Sinopia	SKA Skaggerak	<u>Stp</u> St. Petersburg
<u>Sue</u> Sweden	Syr Syria	Tos Tuscany
Tra Transcaspian	<u>Tun</u> Tunisia	Tyl Tyrolia
TYR Tyrrhenian Sea	Ukr Ukraine	<u>Ven</u> Venice
Wal Wales	<u>Lon</u> Londres	

Map redrawn by Jef Bryant



POURQUOI
PAS?



The Best Variant and PBM game in 1990/91

by Jef Bryant.

This poll was organised to find the Diplomacy variant and Play by mail (PBM) game which has brought the most pleasure to the Continental hobby in 1990/91. I would like to express my thanks to the European editors who published this poll.

Unfortunately the response wasn't very good as I only received 20 replies, but it is an improvement compared to the first poll which had 15 replies!

If you can remember each voter had to give, in order of preference, 3 of his favourite variants and 3 of his favourite PBM games. The results of the votes can be seen in the two tables below. The best selections were awarded 3 points, second best 2 points and 1 point for the third choice. The totals of all the points for the variants and for the PBM games then produced the overall rating shown in the third table.

It is interesting to note that at least two persons voted for the classic game of Diplomacy!! I have eliminated these votes as this is a poll for the best Diplomacy VARIANT!

Votes for the Best Variant (17 votes)

	1° Variant	2° Variant	3° Variant
FRANCOPHONE			
Marie-Anne Gillet	Gunboat	India	
Alain Henry	Simplicité I	1492	-
Marc Feuillen	India	-	-
Bernard Feuillen	India	-	-
Jean-L. Delattre	Gunboat	LiMa 5	Mare Nostrum
Miguel Lambotte	Mediterranean	LiMa 5	Colonia VII
Michel Laine	Europaia	1492	-
GERMANOPHONE			
Knut Krummnacker	Hardbop Downfall	World Dip. 1900	Gilgamesch
Thomas Franke	Woolworth II-D	Song of the Night	-
Marc Boden	Mega-Diplomacy	Anonymous Dip.	-
Lukas Kautzsch	Capitalist Dip	Gilgamesch	Seismic Dip
Bernd Koppelman	Struggle Hegemony	Capitalist Dip.	Song of Night
David Ruddst	Mega-Diplomacy	Anonymous Dip.	-
Markus Holy	Gilgamesch	Song of the Night	-
Henry Springer	Gilgamesch	Song of the Night	Chaoten Dippy
ANGLOPHONE			
Jef Bryant	Song of the Night	LiMa 5	Geophysical 3
Per Westling	Mercator	Woolworth II-D	Capitalist Dip

Votes for the best Play by Mail game (20 votes)

	1° PBM Game	2° PBM Game	3° PBM Game
FRANCOPHONE			
Fréd. Abrassart	Rebound, Steal and Ring		En Garde!
Marie-Anne Gillet	Dipsoscrabble	Jusqu'au Bout	Bourse III
Alain Henry	Awful Green Things	Railway Rivals	LUDE
Marc Feuillen	Football	En Garde!	-
Bernard Feuillen	Football	En Garde!	-
Jean-L. Delattre	Football	Formula 1	En Garde!
Miguel Lambotte	LUDE	En Garde!	Imperium Romanum
Michel Laine	LUDE	-	-
GERMANOPHONE			
Knut Krummnacker	Poesiemeister	Bank-United	Panzer Leader
Thomas Franke	Ancient Empires	-	-
Marc Boden	United	Poesiemeister	Ostpriesisches D
Lukas Kautzsch	United	Dirty Dozen	Poesiemeister
Bernd Koppelmann	Medellin	Turbo 2000	The Dirty Dozen
David Ruddst	United	Eishokai	-
Jörg Heumann	United	Turbo 2000	Poesiemeister
Marianne Schäuble	Grand Prix Special	Hase und Igel	Nomic
Markus Holy	Poesiemeister	Grand Slam	Pro Urestliy
Henry Springer	Turbo 2000	United	Vox Populi
ANGLOPHONE			
Jef Bryant	Dipsoscrabble	Bourse III	-
Per Westling	Poesiemeister	United	En Garde!

Results : Best Variant and PBM on the Continent in 1990/91

<u>Variant</u>	<u>Play by Mail games</u>
Song of the Night 10	United/Football 25
Gilgamesch 9	Poesiemeister 13
India 8	Engarde! 12
Gunboat 6	L.U.D.E. 7
LiMa 5 6	Turbo 2000 7
Capitalist Dip 6	Dipsoscrabble 6
Anonymous Dip 4	
1492 4	

The variant 'Gunboat' did reasonably well again and if 'Anonymous Dip' is the same variant this would have received 10 votes. I have an idea that 'Gilgamesch' (which won the first poll in 1989) is a variant very similar to 'Song of the Night', but as a translation in French or English doesn't exist it is very difficult to say.

The first poll for the PBM games in Sol-2 gave 'United/Football' as the most popular. In this poll it has received even more votes. The amazing thing for me is the game in second place - 'Poesiemeister'. Six persons voted for this relatively new PBM game. Is there someone who can translate this game from German into French or English for the Belgian Variantothèque?

It is evident that this continental poll has received an insufficient number of votes to make any reasonable interpretation of the results. Hopefully, in the next poll, which I will organise, there will be more voters.

Continental Games Survey

by Jef Bryant

I hope that this article will be useful for the players in the hobby. I would like to receive your comments on this article, etc. The following pages cover all the play by mail games (PBM) presently on the waiting lists or already started in the last issue of the European zines (except the British zines) received by the editors. There is a list for each category with the name of the games in alphabetical order and the magazines concerned. Finally there is a list of these magazines with the language, the editor's name and address.

If you publish a zine which isn't included in this list and you would like it to be included send me a copy.

1. Classic Diplomacy

Mach die Spuhl!, Vortigern, Vopaliéc, Trahison!, Diplomat, Dipsomania, Der Ludikus, Lepanto 4-Ever.

1a. Inter-regional Diplomacy (classic Diplomacy depending on where you live.)
Mach die Spuhl!

2. Diplomacy Variants:

1492 : Mach die Spuhl!

1885 III-R : Lepanto 4-Ever

ABERRATION III : Mach die Spuhl!

ABSTRACTION II : Lepanto 4-Ever

AMERICANA LATINA 1821 : Dipsomania

BANZAI : Vopaliéc

CAPITALIST Dip : Diplomat

SONG OF THE NIGHT : Dipsomania

CHAOTENDIPPY : Der Ludikus

CLINE 6 : Dipsomania

DeSCOMATIE : Vortigern

DOWNFALL: Der Ludikus, Europa 2000, Dipsomania

ECODIP : Trahison!, Plié en Deux

FANTASTICA : Mach die Spuhl!

LA FOI ET LA GLAIVE : Vortigern

GEOPHYSICALE III : Dipsomania

GUERRES LOINTAINES : Trahison!

GUERRE TOTALE : Vopaliec

GUNBOAT I : Dipsomania, Lepanto 4-Ever

GUNBOAT II : Mach Die Spuhl!, Dipsomania, Lepanto 4-Ever

INFLUENCE MONDIALE : Trahison!

INDIA : Dipsomania

LiMa 5 : Mach die Spuhl!, Dipsomania

MACHIAVILLI : Trahison!

MARE NOSTRUM ANNOS : Mach die Spuhl!

MINIMALIST Dip : Lepanto 4-Ever

NUIT ET BROUILLARD : Vopaliec

NUCLEODIP : Trahison!

PEACE IN OUR TIME : Dipsomania

PETROLEUM : Dipsomania, Vopaliec

RAID II : Vopaliec

SCRAMBLE FOR AFRICA : Mach die Spuhl!

SCRUTIIY & HONESTY : Der Ludikus

SHOGUN : Vopaliec

SEISMIC : Vortigern

STAB : Mach die Spuhl!

SUISSE PASSANTE : Vopaliec

MIDDLE EARTH : Trahison!, Vortigern

TODAY's DIPPY : Der Ludikus

TWIN EARTH DIPLOMACY : Dipsomania

WAR OF FOG : Lepanto 4-Ever

WOOLWORTH II : Lepanto 4-Ever, Diplomat

WORLD DOMINATION II : Der Ludikus

WORLD DIPLOMACY 1750 : Der Ludikus

WUSTENDIPPY : Der Ludikus

3. Play by Mail Games.

BARBARIAN KINGDOM & EMPIRE : Diplomat

BOURSE III : Mach die Spuhl!, Dipsomania, Der Ludikus

BRITTANIA : Vortigern

CAPITAINE FRACASSE : Mach die Spuhl!, Synapse

DIADOQUES : Vortigern

DOUBLE-JEU : Mach die Spuhl!, Synapse

EMPIRE DE CHINE : Synapse

EMPIRES DU MOYEN AGE : Vortigern

EMPIRES IN ARMS : Trahison!

EN GARDE! : Plié en Deux, Synapse

EUROPAIA 2100 : Vopaliec

FIEFS : Synapse, Vopaliec

FOOTBALL/UNITED : Europa 2000, Dipsomania, Lepanto 4-Ever,
Vopaliec

GOLDEN STRIDER : Europa 2000

HOLOCAUSTE B : Synapse

IMPERIAL GOVERNOR : Diplomat

INFLUENCE MONDIALE III : Trahison

JEUX DU CIRQUE : Plié en Deux

JUGEMENT A L'AUBERGE... : Synapse

LA GRANDE BOUCLE : Mach die Spuhl!

METROPOLIS : Europa 2000

GREEN MONSTERS FROM OUTER SPACE : Mach die Spuhl!

POLITBÜRO : Der Ludikus

PROVINCES UNIES : Synapse

RAILWAY RIVALS : Mach die Spuhl!, Lepanto 4-Ever

ROIS de PERDITION : Trahison!, Vortigern

SCHOKO & Co : Europa 2000

SCRABBLE & variants : Dipsomania, Plié en Deux

SUPER-G : Europa 2000

TENNIS : Europa 2000

TERREUR SUR L'ORGHIZ : Vortigern

TRIVIAL PURSUIT : Synapse

UNITE DE L'EMPIRE : Vopaliec, Mach die Spuhl!

WARLORD : Vortigern

German:

'LuDiKus', Helmut Christmann, Am Steinkreuz 12, D-6531
LAUBENHEIM/NAHE, Germany

English:

'Dipsomania', Jef Bryant, Rue Jean Pauly, 121, B-4430 ANS,
Belgium.

'Europa 2000', J.Georg Broniarz-Frynas, Bahnhofstr. 42,
D-4980 Bünde, Germany.

'Lepanto 4-Ever', Per Westling, c/o Lindh, Rydsv. 48 c,
S-58248 LINKÖPING, Sweden.

English and German (mixed):

'Diplomat', Thomas Franke, Haarenufer 12, D-2900 Oldenburg,
Germany.

French:

'Dipsomanie', Jef Bryant, Rue Jean Pauly, 121, B-4430 ANS,
Belgium.

'Mach die Spuhl!', Miguel Lambotte, Rue du Snapeux 62,
B-4000 Liège, Belgium

'Plié en Deux', Christophe Losberger, 36 Rte des Acacias,
CH-1227 CAROUGE, Switzerland

'Synapse', Gaëtan Delaruelle, 6 Rue Saint Jean, B-1370,
Belgium

'Trahison', Xavier Blanchot, 99 Bd Raspail, F-75006 PARIS,
France

'Vopaliec', Jean-François Mougard, Le Puy Charpentreau,
F-85000 La ROCHE sur YON, France.

'Vortigern', Jean-Yves Priou, 16 Rue Châteaudun, F-94200
IVRY-sur-SEINE, France.

The Miller Numbers

by Jef Bryant, MNC for Francophone Europe.

I would like to thank Jean-Yves Priou (BNC for francophone Europe), Miguel Lambotte and Alain Henry (co-editors of Mach die Spuhl!) for providing me, respectively, with information and allowing me to borrow their collection of zines. This will allow me to compile the necessary information to issue Miller Numbers for all the variants played postally in francophone Europe. This task is well underway and unfortunately, for the variants already processed there is a lot of information missing. More about that another time.

Just to remind you, a Miller number is an alphanumerical designation composed of the year when the variant started, a two letter code and the American catalogue number (given by the North American Variant Bank (NAVB) custodian, Lee Kendter, Jr.). So the first variant in 1980 to be coded would have the designation 80LA, the second 80LB and so on. The following year starts with LA again. If we get to LZ the coding continues with MA up to MZ which allows the possibility of 52 variant starts per year.

Many of the French variants have not been catalogued by the NAVB simply because Lee does not have them. Even if I send a copy, he is unable to give a catalogue number as he is unable to understand French. As I cannot translate all of them I have used the catalogue number from the 'Belgian Variantothèque' (LVB) preceded by an asterisk.

To start off the listing is a game finish with its supply centre report. This is a good example of the information I need for a 'complete' game report. It should also include any replacement players and/or GM used with the season when they were activated.

1989LCei01 India "Sidecar"

Started in Dipsomania - 3.5 (July 1989)

Finished in Dipsomania - 10 (May 1991)

GM: Jef Bryant

Ahmadnagar : Frédéric Taton (SURV)
 Delhi : Frédéric Abrassart
 Gondwana : Pascal Prola (WIN A04)
 Rajput : Ryk Downes (SURV)
 Viyayanagar : Bernard Feuillen

Autumn 15: 00 01 02 03 04

Ahmadnagar	:	2	3	4	5	3
Delhi	:	2	3	3	0	-
Gondwana	:	2	4	5	7	10
Rajput	:	2	4	4	6	6
Viyayanagar	:	2	3	3	1	0

New Miller Numbers Issued

1988LBrb32 Gunboat I "Pina Colada"
 1988DMrb32 (UK)

Started in Quartz - 26 (December 1988)
 Stopped in Quartz - 29 (October 1989)
 Continued in Dipsomania - 9 (January 1991) (A02)

GM: Jef Bryant

This is very unusual in that I have issued a Miller number to this game when it already had one! This is because it is now running in a zine published in francophone Europe and so should have a 'French' Miller number after having been transferred from a British zine. I think that this is the first time that a variant has been transferred internationally.

1990LEee03 Banzai - I "Singapore Sling"

Started in Vopaliac - 53 (February 1990)

GM: Luc Gentet

Australia : Jérôme Spinoza
 China : Jean-Marc Suzzoni
 India : Thierry Lucas
 Indonesia : Rémi Pelletier
 Japan : Jean-François Mougard
 Malaysia : Patrick Chevalier
 Russia : Dominique Sergent

1990LGrS16 Twin Earth I "Rusty Nail"

Started in Dipsomania - 8 (August 1990)

GM: Jef Bryant

Austria : Jason Asker
 England : Pascal Prola
 France : Réginald de Potesta
 Germany : Per Westling
 Italy : Ryk Downes
 Russia : Paul Slade
 Turkey : Geoff Kemp

1990LH*254 La Foi & Le Glaive "Gloria in Excelcis Deo"

Started in Vortigern - 141 (September 1990)

GM: Jean-Yves Priou

Arabs : Selim Saheb Ettaba
 Avars : Bruno de Scoraille
 Byzantines : Eric-Olliver Pallu
 Franks : Jean-Pierre Friche
 Persians : François Vareille
 Vikings : Xavier Blanchot

1990LIrr17 Seismic Diplomacy "Murmandamus"

Started in Vortigern - 144 (November 1990)

GM: Jean-Henri Strauss

Austria : Pierre Miranda
 England : Bruno Berken
 France : Patrick Lafontaine
 Germany : François Vareille
 Italy : Bertrand Authier
 Russia : Jean-Yves Priou
 Turkey : Laurent Delavault

1990LJ*342 Raids II "Hawkmoon"

Started in Vopaleic - 58 (October 1990)

GM: Jean-Marc Suzzoni

France : Jérôme Spinoza
 England : Thierry Bougain
 Wales : Jean-François Mougard
 Scotland : Vénios Angelopoulos
 Norway : Patrice Chevalier
 Ireland : Jean-Philippe Musarella
 Denmark : Luc Gentet

1990LKge08	ECODIP	"Evil Lei - Ecodip IV"
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Started in Trahison! - 24 (February 1990)

GM: David Guggenheim

Russia (URS)	: Ladislas Beldowski
West Europe (EOC)	: Sébastien Crozier
S. Africa (AFS)	: Jean-Baptiste Faivre
S. America (AMS)	: Jean-Yves Cornu
India (IND)	: Thomas Devedjian
USA (USA)	: Philippe Hoang Mong
China (CHI)	: Guillaume Manificat
East Europe (EOR)	: Aymeric Marlange
Black Africa (AFN)	: Sélim Saheb-Ettaba
Japan (JAP)	: Leï Saaelainen

1991LAue01	1492	"Galion Noir"
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Started in Mach die Spuhl! - 66 (January 1991)

GM: Patrick Lafontaine

England	: Pascal Prola
Spain	: Michel Laine
France	: Jacques Mignon
Portugal	: Bruno Berken

1991LDrb59	Gunboat II	"Cuban"
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Started in Dipsomania - 10 (May 1991)

GM: Frédéric Taton

1991LExm18	LiMa 5	"Zombie"
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Started in Dipsomania - 10 (May 1991)

GM: Jef Bryant

Austria	: Jason Asker
China	: Roger Weddall
England	: Laurent Massotte
France	: Paul Slade
Germany	: Jean-Louis Delattre
India	: Réginald de Potesta
Italy	: Christian Rode
Japan	: Pascal Prola
Russia	: Stefan Vanderheyden
Turkey	: Patrick Lafontaine

The Last Word

by Jef Bryant.

If you read 'The last Word' in SoL-2 you may remember that I was proposing that someone should classify the Play by Mail games (PBM), a gargantuan task. Well, as you might have expected no-one has written to me and volunteered themselves for the job. However, what is very interesting is that Lee Kendter, Jr. the North American Variant Bank (NAVB) custodian, has classified some 'games' which according to personal criteria are 'Non-Variants'; i.e. PBM games. Examples of such games are Machiavelli and Bourse III. Lee has very cleverly and conveniently reclassified these 'Non-variants' into a new category 'Y' - "Other Games held by the NAVB". Lee did this so that Miller Number Custodians could still assign Miller Numbers to these games. The consequence of this is that Lee has received several other 'pure' PBM games and has classified them into sub-categories of the Y category. This means that providing Lee has a copy of a PBM game, in English, he will assign it a catalogue number in the same way as the variants. It is Lee's intention to expand the NAVB with these PBM games. So, in a roundabout way or for different reasons Lee has set himself up as custodian for cataloguing the PBM games. Of course Miguel and myself will have the problem of obtaining a catalogue number for a PBM written in French, the same problem for the French variants. I would be very interested in the comments from the other bank custodians and editors who also distribute PBM games. At the moment the Y category has the following sub-categories:-

Y. Other Games (NOT Diplomacy Variants)

yc : Commercial Strategy Wargames
yf : Fantasy games
yg : Amateur Strategy Games
yk : Kingmaker and variants
ym : Monetary games
yp : Battle of Philosophy
yr : Postal rules for other games
ys : Stock Market/Currency in conjunction with Diplomacy
yv : Monopoly and variants
yw : Amateur wargames
yz : Scrabble and variants

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This has been The Spice of Life - 3, a Jim Crint Enterprises production (Belgium) (#34) published by Miguel Lambotte and Jef Bryant in December 1991. The editorial address for enquiries in French is Miguel Lambotte, Rue du Snapeux 62, B-4000 LIEGE, Belgium and in English is Jef Bryant, Rue Jean Pauly 121, B-4430 ANS, Belgium. All items in these pages are (c) by M. Lambotte and G.A. Bryant with all texts reverting to the originator on publication.
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D/1991/G.A. Bryant/M. Lambotte, éditeurs.